

### ABOUT THE PROJECT

The aim of this **Erasmus+ KA2 Strategic Partnership** is to support the professional development of handicraft teachers and trainers in Europe in their transition to the digital age, by improving their teaching competencies on innovative VET education through ICT-based methods and tools

#### Objectives of CRAFTS 3.0

- Fill the training gap that exists for ICT-based teaching skills of **handicraft teachers and trainers**
- Define the **knowledge, skills and competences** they need to apply these teaching-learning methods
- Train them to use and design their own **Learning Apps** to be used in their craft training courses
- Teach them how to create and manage their own **e-Learning courses** on specific craft sectors
- Promote **certification and accreditation** policies on innovative teaching learning methods through ICT in VET for craft sectors in Europe

### NEWS



#### Second meeting in London (UK)

Hosted by RINOVA in April 2018. The partners took advantage of the meeting to review the beta version of the European ECVET Curriculum (IO.1) and to present the work plan for the next project outputs: Training Modules (IO.2) and Multilingual e-Learning Platform (IO.4)

#### Third meeting in Rzeszow (Poland)

Hosted by DANMAR in October 2018. The meeting was aimed at reviewing the beta version of the Training Modules (IO.2) and the Multilingual e-Learning Platform (IO.4), presenting the work plan for the Mobile Instructional Learning APP (IO.3), as well as carrying out the internal evaluation of the first year of the project progress



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